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3. The method of claim 2, further comprising:
subtracting the alpha-value from the threshold value to
second result.

1 5. The method of claim 2, further comprising:
2 turning off the flicker filter when the predetermined threshold value
3 exceeds the alpha value.

1 6. The method of claim 2, further comprising:
2 adjusting the filter level when the alpha value exceeds the
3 predetermined threshold value.

1 7. The method of claim 2, further comprising:
2 turning off the flicker filter when the graphics image displayed with
3 the video image is substantially transparent.

1 8. The method of claim 3, further comprising:
2 turning off the flicker filter when the graphics image displayed with
3 the video image has an alpha value that is below the predetermined threshold
4 value.

1 9. The method of claim 1, further comprising:
2 evaluating the graphics signal to produce a threshold value;
3 comparing the alpha value to the threshold value to arrive at a
4 result; and
5 adjusting a filter level of the flicker filter in response to the result.

1 10. A system comprising:
2 a controller to associate an alpha value with a signal to be
3 displayed; and
4 a processor coupled to the controller for executing a software
5 program to adjust a flicker filter based upon the alpha value.

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1 11. The system of claim 10, wherein the flicker filter operates at a
2 plurality of levels.

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1 12. The system of claim 11, wherein the software program further:
2 compares the alpha value to a predetermined threshold value to
3 produce a result; and
4 adjusts one of the plurality of levels of the flicker filter based upon
5 the result.

1 13. The system of claim 10, wherein the signal is a mixed video and
2 graphics signal.

1 14. The system of claim 13, wherein the alpha value specifies how
2 strongly the graphics signal is to be displayed.

1 15. The system of claim 12, wherein the flicker filter is turned off when
2 the predetermined threshold value exceeds the alpha value.

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1 16. The system of claim 11, wherein the software program further:
2 evaluates the signal to produce a threshold value;
3 compares the alpha value to the threshold value to produce a
4 result; and
5 adjusts one of the plurality of levels of the flicker filter based upon
6 the result.

1 17. An article comprising a medium storing instructions that, upon
2 execution, enable a processor-based system to:
3 receive an alpha value, wherein the alpha value indicates how a
4 video signal and a graphics signal are to be combined; and
5 adjust a flicker filter based upon the alpha value.

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1 18. ~~The article of claim 17, further storing instructions that, upon~~
2 ~~execution, enable a processor-based system to:~~
3 ~~compare the alpha value to a predetermined threshold value to~~
4 ~~arrive at a result; and~~
5 ~~adjust a filter level of the flicker filter based on the result.~~

1 19. The article of claim 18, further storing instructions that, upon
2 execution, enable a processor-based system to subtract the alpha value from the
3 threshold value to arrive at a second result.

1 20. The article of claim 19, further storing instructions that, upon
2 execution, enable a processor-based system to:
3 divide the second result by an alpha step value to arrive at a third
4 result; and
5 ~~adjust the filter level based on the third result.~~

1 21. The article of claim 17, further storing instructions that, upon
2 execution, enable a processor-based system to:
3 turn off the flicker filter when the predetermined threshold value
4 exceeds the alpha value.

1 22. The article of claim 17, further storing instructions that, upon
2 execution, enable a processor-based system to:
3 adjust the filter level when the alpha value exceeds the
4 predetermined threshold value.